



Denizen of Machinas

Android

<Deck>
A deck can have any number of this card.

[Passive]
This minion cannot block.

BASIC



MACHINAS

300 1



Denizen of Machinas

Android

<Deck>
A deck can have any number of this card.

[Passive]
This minion cannot block.

BASIC



MACHINAS

300 1



Denizen of Machinas

Android

<Deck>
A deck can have any number of this card.

[Passive]
This minion cannot block.

BASIC



MACHINAS

300 1



Denizen of Machinas

Android

<Deck>
A deck can have any number of this card.

[Passive]
This minion cannot block.

BASIC



MACHINAS

300 1



Guardian of Machinas

Android

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



MACHINAS

100 1



Guardian of Machinas

Android

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



MACHINAS

100 1



Guardian of Machinas

Android

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



MACHINAS

100 1



Snow Mouse

Rodent

[When Summoned]
Restore 1 point to one of your Forces.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON



MACHINAS

200 0

1



F · MINION

Snow Mouse Rodent

[When Summoned]
Restore 1 point to one of your Forces.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON 200 0

MACHINAS

1



F · MINION

Snow Mouse Rodent

[When Summoned]
Restore 1 point to one of your Forces.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON 200 0

MACHINAS

2



F · MINION

Ring Raptor Winged

[Passive]
This minion cannot be selected as a target for your opponent's Magic cards.

BASIC 300 1

MACHINAS

2



F · MINION

Ring Raptor Winged

[Passive]
This minion cannot be selected as a target for your opponent's Magic cards.

BASIC 300 1

MACHINAS

2



F · MINION

Ring Raptor Winged

[Passive]
This minion cannot be selected as a target for your opponent's Magic cards.

BASIC 300 1

MACHINAS

2



MAGIC

Reactive Shield

[Main]/[Flash]
One minion gains +300BP for the duration of this turn. If it is your opponent's turn, that minion enters the Active State.

BASIC

MACHINAS

2



MAGIC

Reactive Shield

[Main]/[Flash]
One minion gains +300BP for the duration of this turn. If it is your opponent's turn, that minion enters the Active State.

BASIC

MACHINAS

2



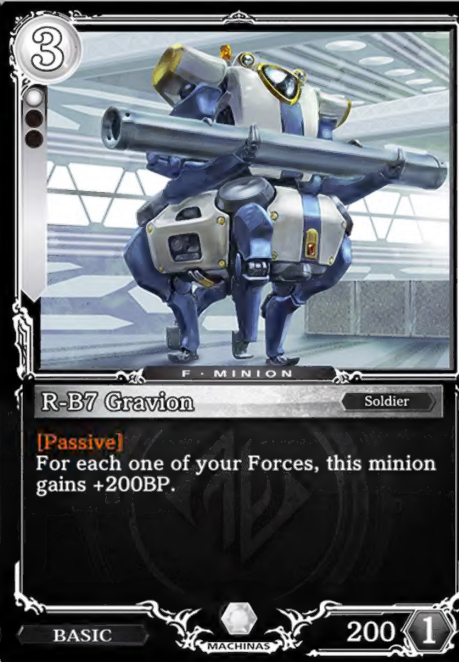
MAGIC

Reactive Shield

[Main]/[Flash]
One minion gains +300BP for the duration of this turn. If it is your opponent's turn, that minion enters the Active State.

BASIC

MACHINAS





6



F · MINION Android

Combat Verda MK4 Android Android

[Passive]
For each one of your Forces, this minion gains +100BP/+1DP.

E P I C 700 2

6



F · MINION Android

Combat Verda MK4 Android Android

[Passive]
For each one of your Forces, this minion gains +100BP/+1DP.

E P I C 700 2

7



F · MINION Chimera

Nue - Beast of Death Chimera

[When Summoned]
Destroy one of your opponent's minions with 500BP or lower.

BASIC 600 2

7



F · MINION Chimera

Nue - Beast of Death Chimera

[When Summoned]
Destroy one of your opponent's minions with 500BP or lower.

BASIC 600 2

7



F · MINION Chimera

Nue - Beast of Death Chimera

[When Summoned]
Destroy one of your opponent's minions with 500BP or lower.

BASIC 600 2

8



F · MINION Hunter

Vicerave - The King Hunter

[On Your Turn]
Whenever one of your minions attacks, your opponent must block.

[On Your Turn]
Whenever this minion wins a battle, deal 1 damage to your opponent's Life and each of your opponent's Forces.

LEGEND 1000 2

10



F · MINION Dragon

Lord Alabaster - The Embattled Dragon

Charge
[When Attacking]
Deal 3 damage to your opponent's Life. For each Force your opponent has, this damage is reduced by 1.

LEGEND 1200 3

10



F · MINION Dragon

Lord Alabaster - The Embattled Dragon

Charge
[When Attacking]
Deal 3 damage to your opponent's Life. For each Force your opponent has, this damage is reduced by 1.

LEGEND 1200 3